

**=> IFW: Scan as Doc Code: SRNT <=
 Doc Date:**

TC 3700 Inventor Search Program

See attached inventor searches for applications and/or patents to help resolve questions of overlapping subject matter. These searches are provided as an initial examination aid: examiners should perform updated or expanded PALM or EAST inventors searches as appropriate.

Serial Number:

**1.) See attached printout of inventors listed in
PALM**

**2.) See attached EAST Inventor Search
Printout shows Inventor search terms**

Day : Monday
Date: 4/17/2006

Time: 10:34:39

 PALM INTRANET

Inventor Information for 10/660394

Inventor Name	City	State/Country
AIDA, EIJI	TOKYO	JAPAN

[Appln Info](#)[Contents](#)[Petition Info](#)[Atty/Agent Info](#)[Continuity Data](#)[Foreign Data](#)

Search Another: Application# or Patent#

PCT / / or PG PUBS #

Attorney Docket #

Bar Code #

To go back use Back button on your browser toolbar.

Back to [PALM](#) | [ASSIGNMENT](#) | [OASIS](#) | [Home page](#)

US 20060052163 A1	US- PGPUB	20060309	19	Video game machine, video game machine server, and video game machine system	463/31		Aida, Eiji
US 20050079907 A1	US- PGPUB	20050414		Gaming machine, method and computer program for controlling the same, and computer-readable storage medium having the program stored therein	463/20		Aida, Eiji
US 20040266520 A1	US- PGPUB	20041230		Gaming machine	463/20	273/138.1; 273/143R	Aida, Eiji
US 20040116175 A1	US- PGPUB	20040617		Game machine, game system, and game program	463/16		Aida, Eiji
US 20040038727 A1	US- PGPUB	20040226	21	Gaming machine and method of controlling the same	463/20		Aida, Eiji
US 20030130028 A1	US- PGPUB	20030710		Slot machine	463/20		Aida, Eiji et al.
US 20030130027 A1	US- PGPUB	20030710		Video gaming machine, and a computer readable recording medium storing image processing program	463/20		Aida, Eiji
US 20020142827 A1	US- PGPUB	20021003		Gaming machine, gaming interruption method and program for executing the method	463/20		Aida, Eiji et al.
US 20020142824 A1	US- PGPUB	20021003		Gaming machine, gaming inhibition method and program for executing the method	463/16		Kazaoka, Koji et al.
US 6227970 B1	USPAT	20010508		Slot machine	463/20	273/138.1; 273/139; 273/148R; 273/149R; 463/16; 463/17; 463/18; 463/21; 463/25;	Shimizu; Toshiaki et al.

						463/29; 463/30	
--	--	--	--	--	--	-------------------	--